

2012

SkillsUSA Kentucky State Only Contests

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[SkillsUSA KY State Only Contests]

SkillsUSA Kentucky State Only Contests – purpose, clothing, scope of contest, and guidelines

List of 25 KY State Only Contests

*(These contests are held at the Kentucky State Leadership and Skills Championship Conference only.
Students are not eligible to go to nationals by winning these state only contests.)*

1. 3-D Printing & Design (Leadership)
2. Airbrush Design (Leadership)
3. Architectural Board Drafting (Skill)
4. Aviation Flight Fundamental – (Skill – pre-held)
5. Aviation Flight Advanced – (Skill – pre-held)
6. Banner (Leadership)
7. Cabinetmaking Design (Leadership)
8. Cake Decorating (Skill)
9. Carpentry 1 (Skill)
10. Creed (Leadership)
11. Debate (Team) (Leadership)
12. Desktop Publishing (Leadership)
13. Extemporaneous Writing (Leadership)
14. Green & Health School Project (Leadership)
15. Heavy Equipment (Skill)
16. Interior Design (Skill)
17. Masonry 1 (Skill)
18. Pin (Leadership)
19. Pledge (Leadership)
20. Poster (Leadership)
21. Skills Spelling (Leadership)
22. Talent & Variety (Group) (Leadership)
23. Talent & Variety (Single) (Leadership)
24. Technical Board Drafting (Skill)
 need additional information – from Sullivan college
25. Wood Sculpture (Leadership)

NOTE: This year, T-Shirt Design will NO longer be a state only contest. It is now a national contest.

3D Printing and Design Contest (Leadership)

Open to all students with access to 3D design software and a 3D printer.

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.
5. To promote creativity.
6. To promote engineering skills.

CLOTHING

For men: SkillsUSA official attire: official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie; black socks and black shoes.

For women: Official red blazer, windbreaker-style jacket or sweater; black dress slacks or skirt with businesslike white; collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

SCOPE OF CONTEST

Skill Performance – The contest requires to design, draw and print a 3D model at the participant's school and transported to contest site. Skill will also be evaluated through an interview. This model can be an improvement of an existing object or a totally new object.

CONTEST GUIDELINES

Model Design and Workmanship – Materials used must be non painted plastic. Colored plastic will be permitted. The model must be an original and creative work of the student. Models may not be glued, welded, brazed, or soldered, or attached in anyway other then fit together with plastic design parts. Projects are to be left unpainted.

Model Size – maximum size – 10" tall X 10" wide X 10" long

Notebook Requirement – A notebook must be placed with model prior to judging. It shall contain pictures and supporting evidence of the process. It must include pictures of the parts on the plate before removing them. It must include a brief description of project and processes used to develop model. A copy of the student's resume is required to be in the notebook.

Verification Letter – A letter certifying that the model was designed and constructed by the student will be the first page of the notebook. The letter must contain an itemized list of all parts of the model. The letter must identify the school, city, state and local advisor.

The letter must identify the student to be interviewed, division (high school or post-secondary), and the letter must be signed by the local administrator.

Presentation – The student shall be prepared to participate in an interview. The interview will consist of two parts: 3 to 5 minute presentation and a question and answer session. If the model is an improvement of an existing object then the student needs to point out the improvement in their presentation. If the model is a new design then the student needs to explain the purpose of the model in their presentation.

CONTEST SCORECARD

<i>Item Evaluated</i>	<i>Possible Points</i>
Verification Letter	25
Model Evaluation.....	100
Presentation.....	50
Notebook	100
Q & A	50
Creativity	50
Professionalism	25
	Subtotal 400
(0 to -50)	Clothing Penalty _____
(-25 per minute under or over 3 to 5 minutes)	Time Penalty _____
(No Resume Penalty -50)	Resume Penalty _____
(Model size excess limits -100)	Oversize Penalty _____

3D Printing and Design Score Sheet

Contestant Number								
Verification Letter (25 pts)								
Model Design (100pts)								
Presentation (50 pts)								
Notebook (100 pts)								
Q & A (50 pts)								
Creativity (50pts)								
Professionalism (25 pts)								
TOTAL (400 Points)								
Clothing Penalty (0 to -50)								
Time Penalty (-25 per minute over or under 3 to 5)								
Resume Penalty (-50)								
Oversize Penalty (-100)								
Total Penalty								
Grand total								

Airbrush Design (Leadership)

Open to students currently enrolled in Collision Repair classes.

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.

CLOTHING

- *For men:* SkillsUSA official attire: official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie; black socks and black shoes.
- *For women:* Official red blazer, windbreaker-style jacket or sweater; black dress slacks or skirt with business like white collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

SCOPE OF CONTEST

- *Skill Performance* – The contest requires the development of an air brushed design developed at the participant's school and transported to contest site. Skill will also be evaluated through an interview.

CONTEST GUIDELINES

- Materials design must be painted on a sheet metal panel no larger than 24" by 24". The student must use an airbrush in the design, no use of paint brushes. The design must not contain profane or lewd material. The student may use homemade stencils, masking tape, and free hand airbrushing. **NO STORE BOUGHT OR PREMADE STENCILS ARE ALLOWED!** If you decide to use a homemade stencil bring the stencil in, so that it can be evaluated as a homemade stencil.

Sheet metal Panel Size – sheet metal square size- up to 24" x 24".

Notebook Requirement – A notebook must be placed with airbrush design prior to judging. It shall contain the homemade stencil, pictures of contestant working on the different stages of their design. To go along with the picture, write a caption of the procedure of your design.

Verification Letter – A letter certifying that the airbrush design was designed and constructed by the student will be the first page of the notebook. The letter must contain an itemized list of all expenses. The letter must identify the school, city, state and local advisor. The letter must identify the student to be interviewed, division (high school or post-secondary), and the letter must be signed by the local administrator.

Presentation – The student shall be prepared to participate in an interview. The interview will consist of two parts: a presentation and a question and answer session.

Airbrush Design Contest Scorecard

<u>Item Evaluated</u>	<u>Possible Points</u>
Verification Letter	25
Airbrush Design Evaluation	100
Presentation	50
Notebook	25
	Subtotal _____
	Clothing Penalty _____
	TOTAL _____

SkillsUSA Kentucky AIRBRUSH
Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Verification Letter	25												
Airbrush Design Evaluation	100												
Presentation	50												
Notebook	25												
SUBTOTAL	200												
Penalty													
TOTAL													

Architectural Board Drafting (Skill)

Preface

In the event the Architectural Board Drafting contest is planned and conducted by a person or persons unrelated to the Kentucky Office for Career & Technical Education, the specific problem or project described herein may not be used; but the rules. Personnel, equipment and tools, materials, safety equipment and special clothing specified will apply as written, regardless of who plans and conducts this contest.

Purposes

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events and related experiences.
4. To recognize students who demonstrate excellence during regional and state competitions.

Clothing: SkillsUSA official dress.

Procedure

1. Each student will be expected to complete the task within the allotted time, using materials provided by the host school or the contest chairperson.
2. Contestants shall:
 - Create a board drawing of a floor plan from the sketch given out.
 - Adhere to all local and state building codes.
 - Follow any ADA guidelines as specified in the instructions.
 - Use knowledge of design practices to complete the floor plan.
3. There are two areas of competition:
 - Freehand Sketch of a typical wall section. All specifics will be given.
 - Board drawing of a floor plan using standard drafting instruments and tools.
4. Contestants are required to bring their own drafting tools. Contestants may use one (1) text of their choice as a reference.
5. Sullivan College of Technology & Design will supply vellum paper and drafting tape for contestants.
6. Contestants will be given four (4) hours to complete the contest.

Rules:

1. Competition is open to all SkillsUSA students enrolled in Board Drafting/CADD related program.
2. Contestants shall study the **“Instructions for Contestants at School”** in this manual.
3. Contestants shall attend a contestant meeting at the site of the competition in accordance with the conference agenda. Contestants that miss all or any part of this meeting shall not be allowed to compete.
4. Contestants shall read the “Code of Conduct” in the presence of their school principal or club advisor and agree to abide by the rules of conduct as stated therein before their departure for the site competition. Contestants that violate all or any part of the “Code of Conduct” shall be disqualified from contest and conference participation. Contestants that violate the “Code of Conduct” after contest participation shall not be eligible to receive first, second or third place medals or advance to the next level of competition.
5. Contestants shall be judged on their ability to perform the following types of tasks or skills:
 - Competence in following instructions/solutions to problem

- Understanding of building codes.
 - Board Drafting and Sketching techniques.
 - Dimensioning and labeling methods.
 - Drawing Layout and view arrangement.
6. Contestants shall produce the necessary layout to complete the assignment.
 7. Contestants shall not accept assistance from judges, other contestants, or teachers during the competition.
 8. Contestants shall not talk to other contestants during competition.
 9. Contestants shall observe all safety requirements. The safety score shall not represent more than 10 percent of the total possible points.
 10. The performance score shall not represent more than 90 percent of the total possible points.
 11. Contestants shall notify the contest chairperson, or monitor that is present, when all assignments are completed.
 12. Contestants shall not remain in the area of competition after they have submitted materials and been cleared to leave by the contest chairperson or monitor.
 13. Contestants must remain after the contest concludes to attend the debriefing.

Personnel

<ul style="list-style-type: none">➤ Contest Chairperson➤ Three to seven judges➤ Contest Monitors	<ul style="list-style-type: none">➤ Time keepers (as required)➤ Contest Assistants (as required)
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Equipment and Tools

<ul style="list-style-type: none">➤ Typical Architecture templates ($\frac{1}{4}" = 1'-0"$ scale)➤ Lead holder and appropriate lead selections for drafting & lettering➤ Lead pointer➤ Pen or standard pencil➤ Eraser➤ Drafting brush	<ul style="list-style-type: none">➤ Architects scale➤ Lettering guide➤ Erasing shield➤ 45-degree and/or 30-60 Triangles➤ Straight Edges➤ Any other drafting instruments that would be considered 'standard' tools.➤ One (1) reference book
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Design Concepts and Skills

- Understanding of the Residential home design.
- Knowledge of local and state building codes.
- Knowledge of ADA accessibility requirements.
- Understanding of kitchen work triangles.
- Experience drawing floor plans and sections for residential homes.
- Knowledge of layout of electrical plans and for residences.
- Experience with free-hand sketching as a form of visual communication graphics.
- Board drafting skills including correct line weight, lead types, dimensioning, etc.

Special Judging Criteria

1. Rate each contestant one at a time as required.
2. Approve each contestant prior to contest in accordance with safety equipment and clothing requirements specified in this contest.
3. Disqualify contestants not dressed and equipped in accordance with safety equipment and clothing requirements specified in this contest.

STATE Only - ARCH BOARD

JUDGES NAME _____

Architectural Board Drafting Rating Sheet

ITEMS EVALUATED	POSSIBLE POINTS	CONTESTANT NUMBER												
Competence in following instructions/solutions to problem	75													
Drafting Technique	50													
Accurate Dimensioning and notes	75													
Layout and balance of views	50													
Floor Plan	100													
Sketch - Cross Section	100													
SUBTOTAL	450													
Clothing Penalty - minus 6 points (2% of total)														
TOTAL														

Aviation Flight Fundamental and Advanced (Skill)

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.

CLOTHING

- Dress appropriate to occupation
 - Polo shirt
 - Khaki Pants
 - NO open toed shoes or flip-flops

Contest Overview

Contestants will compete in one of two levels:

- Fundamental (Freshman or Sophomore)
- Advanced (Junior or Senior)

Each level will involve three (3) areas of competition:

1. Preflight
2. Flight Profile – (Fundamental or Advanced)
3. Written Exam
4. Aircraft Identification
5. Flight Planning – (Advanced only)

RULES OF COMPETITION

1. Contestants shall study the instructions prior to starting competition.
2. Contestants shall attend a contestant meeting at the competition site.
3. Contestants shall be judged by the criteria defined in each of the four (Fundamental) five (Advanced) contest areas.
4. Contestants shall not ask or accept help from judges, other contestants, or teachers during competition.
5. Contestants not dressed appropriately will have points deducted from their score.
6. Contestants shall not be allowed in the competition area after the judge has cleared them to leave.
7. You are to start and stop when the judge instructs you to do so.
8. You are not to talk during competition.
9. Question will be acknowledged, by the judge, by raising of your hand.
10. The judge can disqualify a participant for breaking these rules or any reason that warrants this action.
11. The judge has the final decision.
12. You are not to remove the tape or tags from items used in the contest.

PERSONNEL

1. Contest Chairperson
2. Six - Eight Judges

EQUIPMENT AND TOOLS

Furnished by Contestant:

1. Pen or Pencil
2. E6B Flight Computer (No electronic flight computers)
3. Plotter
4. Non-programmable calculator

MATERIALS

Furnished by Host School and/or Committee

1. Single engine aircraft for preflight
2. CPU, monitor, control yoke, rudder peddles with Microsoft Flight Sim 10 installed
3. Printer

JUDGING

1. Contestants shall be judged by the criteria defined in each of the three contest areas.
2. Judges are to score each contestant not a team from a school.
3. Committee chair will discuss with the committee and contestant advisor any points deducted for clothing.

Banner (Leadership)

Open to all students - Leadership

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.
5. To promote the SkillsUSA Kentucky Association at nationals.

CLOTHING

For men: SkillsUSA official attire: official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy; black socks and black shoes.

For women: Official red blazer, windbreaker-style jacket or sweater; black dress slacks or skirt with businesslike white; collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

SCOPE OF CONTEST

Skill Performance – The contest requires the development of a banner to be used at the SkillsUSA National Conference. The banner will be the work of one individual.

CONTEST GUIDELINES

Design and Workmanship – The banner must be an original and creative work of the student.

Banner Size (on paper) – maximum size –11” wide X 17” long
CD with Banner design must be turned in to judges.

Presentation – The student shall be prepared to participate in a 3 to 5 minute interview. The interview will consist of two parts: a presentation and a question and answer session. Elements of the presentation should include:

- Title of banner.
- Discuss elements of banner.
- Inspiration of banner with details of how to reproduce.

Item Evaluated

Possible Points

Presentation..... 50

Subtotal	150
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Clothing Penalty _____

TOTAL _____

SkillsUSA Kentucky BANNER
Contest Rating Sheet
State Only Contest

ITEMS Evaluated	Possible Points	<u>CONTESTANT NUMBER</u>											
		1	2	3	4	5	6	7	8	9	10	11	12
Educational Information Value	30												
Layout and Design	25												
Workmanship	20												
Creativity and Originality	25												
Presentation	50												
SUBTOTAL	150												
Clothing Penalty (- 0-5 percent of total points)													
Other Penalties													
TOTAL													

Cabinetmaking Design Contest (Leadership)

Open to students currently enrolled in Wood Technology and Carpentry Programs.

PURPOSES

7. To help teachers promote enthusiasm for learning among their students.
8. To instill a sense of pride in students for doing a job well.
9. To help students develop self confidence through competitive events.
10. To recognize students who demonstrate excellence during regional and state competitions.

CLOTHING

For men: SkillsUSA official attire: official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy; black socks and black shoes.

For women: Official red blazer, windbreaker-style jacket or sweater; black dress slacks or skirt with businesslike white; collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

SCOPE OF CONTEST

Skill Performance – The contest requires the development of a cabinet built at the participant's school and transported to contest site. Skill will also be evaluated through an interview.

CONTEST GUIDELINES TO FOLLOW:

1. **Project Design and Workmanship** – Materials used must be of wood and its associated hardware. The project must be an **original** and creative work of the student. Projects are to be finished (painted or stained). **The project can be a cabinet, or anything that lands within the Architectural Aspects of woodworking.** The project **may include** hand carved parts and machine cut parts (CNC). Students are encouraged to use their creativity to build a uniquely designed cabinet. **No sculptures will be accepted.**
2. **Project Size** – **maximum** size –30" wide X 96" tall X 18" deep. There will be no exceptions over the maximum size accepted.
3. **Notebook Requirement** – A notebook must be placed with sculpture prior to judging. It shall contain pictures and supporting evidence (i.e. receipts). It must include a brief description of project and processes used to develop sculpture.

4. **Verification Letter** – A letter certifying that the sculpture was designed and constructed by the student will be the first page of the notebook. The letter must contain an itemized list of all expenses. The letter must identify the school, city, state and local advisor. The letter must identify the student to be interviewed, division (high school or post-secondary), and the letter must be signed by the local administrator.
5. **Presentation** – The student shall be prepared to participate in a 3 to 5 minute interview.
The interview will consist of two parts: a presentation and a question and answer session. Elements of the presentation should include: 1. Name, school, and title of project. 2. Discuss elements of notebook. 3. Inspiration of project with details of processes and workmanship.

CONTEST SCORECARD

<i>Item Evaluated</i>	<i>Possible Points</i>
Verification Letter	25
Project Evaluation	300
Presentation	50
Notebook	25
	Subtotal 400
	Clothing Penalty _____
	TOTAL _____

SkillsUSA Kentucky CABINETMAKING DESIGN

Contest Rating Sheet

State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Verification Letter	25												
Project Evaluation	300												
Presentation	50												
Notebook	25												
SUBTOTAL	400												
Clothing Penalty													
TOTAL													

Cake Decorating (Skill)

Introductory competition - open for students in Culinary Arts

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.

CLOTHING

- Regional- Dress appropriate to occupation including safety requirements
- State- White SkillsUSA Official Polo, Khakis pants, Hair Restraint, White Apron, Fully closed shoes (Tennis shoes are acceptable) Chef Pants and Jacket are acceptable.

PROCEDURE

1. Read all instructions before starting project.
2. Decorate the project according to specifications.
3. Have two (2) hours to complete procedures as listed above.

INSTRUCTIONS

Design and decorate cake utilizing the colors (red, white, blue and gold). Cake must promote SkillsUSA Kentucky.

RULES OF COMPETITION

1. Competition is open to Skills USA members in their 1st year of Culinary Arts classes.
2. Students shall study the Instructions for Contestants prior to Competition.
3. Contestants shall attend a contestant meeting at the competition site in accordance with the contest agenda. Contestants who miss shall not be allowed to compete.
4. Contestants shall read the code of conduct and by signing agree to its terms and conditions. Contestants who violate any part of the Code of Conduct shall be disqualified from competition.
5. Students shall be judged on their cake decorating ability.
6. Contestants shall not ask or accept help from judges, other contestants, or teachers during this competition.
7. Contestants shall wear required clothing. Students not dressed appropriately will not be allowed to compete.
8. Contestants shall not be allowed in the competition area after the chairperson has cleared them to leave.

PERSONNEL

1. Contest Chairperson
2. Three- Seven Judges
3. Time Keepers

EQUIPMENT AND TOOLS

Furnished by Contestant:

- Cake Decorating Bags, Couplers, Rings
- Tips, #4
- Shell Border #32
- Stars #18, #22
- Rose #104
- Leaf Tip #352

- Rose Stick or Rose Nail
- Flat Metal Spatula
- Small Spatula (if desired)
- No Specialty Tips
- Optional: cake wheels/turntables

MATERIALS

Furnished by Chair:

White Icing Red, Blue, and Gold Coloring Heavy Plastic forks and Spoons Plastic Mixing Bowls Tooth Picks Styrofoam Round Pieces	Cake Rounds Display Containers Wax Paper Disposable Sanitation Cloths Sanitation Bucket
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Judging

Contestants shall be judged on their ability to perform the following types of tasks or skills:

1. Frosting Technique
2. Roses/ Leaves
3. Shell Border
4. Writing
5. Color Coordination (Use of all Colors)
6. Creativity
7. Overall Appearance of the Cake (Sale ability)
8. Guidelines Followed
9. Clean Up

Contest is open to two (2) students per program (Secondary & Collegiate),
No observers.

Finished products will be displayed after the contest

SkillsUSA Kentucky CAKE DECORATING**Contest Rating Sheet****State Only Contest**

For Culinary Arts Students

Contestant # _____

Date Contest _____

Judge _____

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Frosting Technique	15												
Shell Border	15												
Roses & Leaves	15												
Writing Technique	10												
Color Coordination All Colors Used	10												
Overall Appearance Sale Ability	20												
Guidelines Followed	10												
Clean Up	5												
Sub - Total	100												
Clothing Penalty	-10												
TOTAL													

Intro Competition - Carpentry I (Skill)

Open for students in Intro 126 & 127 - 130 & 131

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.

CLOTHING

- Regional - Dress appropriate to occupation including safety requirements.
- State- Skills USA uniform.
- Safety Glasses a must
- Hardhat should not be required at this contest no overhead work & could be a safety problem during assembly of project.

PROCEDURE

Contestants shall:

1. Read all instructions and blueprint before starting project.
2. Layout, cut and assemble the project according to specifications.
3. Have three (Regional should be 2) hours to complete procedures as listed above.

Rules Of Competition

1. Competition is open to Skills USA members in their 1st year of carpentry classes. Should have Intro 126 & 127 - 130 & 131.
2. Students shall study the Instructions for Contestants prior to Competition.
3. Contestants shall attend a contestant meeting at the competition site in accordance with the contest agenda. Contestants who miss shall not be allowed to compete.
4. Contestants shall read the code of conduct and by signing agree to its terms and conditions. Contestants that violate any part of the Code of Conduct shall be disqualified from competition.
5. Students shall be judged on their ability to perform the following types of tasks or skills:
 - Practice of Safety
 - Care of Tools
 - Accuracy of Layout
 - Assembly of components
 - Fitting of Joints
 - Accuracy of Cuts
 - Ability to follow Directions
 - Ability to follow written directions
 - Quality of Workmanship
6. Contestants shall not ask or accept help from judges, other contestants, or teachers during this competition.
7. Contestants shall wear protective clothing, approved eye protection and work shoes (No Tennis Shoes). Students not dressed appropriately will not be allowed to compete.
8. Contestants shall not be allowed in the competition area after the chairperson has cleared them to leave.

PERSONNEL

1. Contest Chairperson
2. Three- Seven Judges
3. Contest Monitor
4. Time Keepers

EQUIPMENT AND TOOLS***Furnished by Contestant:***

- Tool Box
- Claw Hammer
- Nail Apron
- Safety Glasses
- Wrecking bar
- Framing/Speed Square
- Hand Saw
- Pencil(s)
- C Clamps
- Measuring device
- 2' to 4' level
- Portable Circular Power Saw
- 25'ft. Electric Extension Cord
- Jig Saw

MATERIALS***Furnished By Host School***

- Sufficient # 16 sinkers
- Sufficient #8 sinkers
- Sufficient lumber (2x4 or 2x6) to construct sawhorse, tool box, or other projects related to task in course.
- Any stationary equipment that might be needed according to print. Such as Table saw, miter saw, or drill press.

JUDGING

Contestants shall be judged on their ability to perform the following types of tasks or skills:

1. Practice of Safety at all times
2. Care of Tools
3. Accuracy of layout
4. Assembly of components
5. Fitting of joints
6. Accuracy of cuts
7. Ability to follow written directions
8. Ability to read and follow plan specifications
9. Quality of workmanship

SPECIAL JUDGING CRITERIA***Rate Each Contestant One at A Time As Required***

1. Approve each contestant [prior to contest in accordance with safety equipment power tools / cords in safe operable condition and clothing requirements specified in this contest.
2. Build project according to plan.

Carpentry I Competition Score Sheet

For Intro students 126 & 127 - 130 & 131

Contestant # _____

Date Contest _____

Judge _____

Items Evaluated	Contestant Number									
	1	2	3	4	5	6	7	8	9	10
Follow Print										
Total Length										
Total Height										
Total Width										
Fitting of Angles										
Fitting of Joints										
Practice Safety										
Tool Care										
Housekeeping										
Workmanship										
TOTAL										

5 = Correct

4 = + or - 1/16"

3 = + or - 1/8"

2 = + or - 3/16"

1 = + or - 1/4" 0 = Unsatisfactory

CREED Contest (Leadership)

(State Contest Only)

PURPOSE

To stimulate interest in public speaking among SkillsUSA Kentucky members by providing an opportunity for them to compete against their peers using the SkillsUSA Creed as the subject.

CLOTHING REQUIREMENTS

SkillsUSA blazer or windbreaker, and accompanying official dress. Refer to General Regulation, SkillsUSA Championships Technical Standards Book.

ELIGIBILITY

Contest is open to active SkillsUSA Kentucky members enrolled in Career and Technical Education.

SCOPE OF CONTEST

During the introduction, each contestant will explain what the Creed means to him/her, then recite the latest version of the SkillsUSA Creed contained in the SkillsUSA Leadership Handbook. The introduction shall not exceed one minute. Contestant may use note cards, if desired.

JUDGING

Judging will be based on the following criteria as related to the Creed recitation:

<u>Criteria</u>	<u>Points Allowed</u>
Introduction	20
Voice	20
Mechanics	20
Power of Expression	20
Stage Presence	20
Accuracy	20
Effectiveness	20
Sub Total	140

PENALTY

Minus one point for every second over one minute on introduction.

No penalty shall be awarded for less than one minute.

5% overall reduction for not having a resume

SkillsUSA Kentucky CREED Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Introduction	20												
Voice	20												
Mechanics	20												
Power of Expression	20												
Stage Presence	20												
Accuracy	20												
Effectiveness	20												
SUBTOTAL	140												
Minus 1 point for every second over 1 minute on introduction No penalty for less than 1 minute on introduction 5% overall reduction for not having a resume													
TOTAL													

Debate (Team) - Leadership

(State Contest Only)

Purpose

To evaluate each team's ability to debate a given topic, related to SkillsUSA, vocational education, education in general, or current events.

Clothing Requirements: *Official Dress*

Eligibility

Open to student participants of state leadership championship. This is a team event consisting of two (2) members per team.

Topic

The topics will be developed by the chairman and announced to the teams at the contest orientation session.

Rules of Observation

Observers will be allowed during the actual judging. No talking or gesturing will be permitted. No member of the audience will be permitted to enter or leave the demonstration room while a team is presenting.

Equipment and Supplies

Supplied by Chairperson:

- a) Paper and pencil for each competitor
- b) 2 stop watches
- c) Written statement of topic (one per team and one for each judge)
- d) All necessary materials for judges

Scope of Contest

1. Contestants are to demonstrate the following competencies:
 - Elements of formal and informal debate
 - Effective and pleasing delivery style
 - Effective use of illustrations and examples
 - Pronounce words in a clear and understandable manner
 - Good platform deportment and personal confidence
 - Organize debate material in a logical and coherent manner
 - Effective use of voice in pitch, tone, tempo and volume
2. The debate team shall consist of two (2) members. One member is to be designed as Team Captain and the other as Team Member.
3. The topic for the debate will be determined by the chairperson and announced to the team members during the Team Debate orientation session. The teams will have from that time until the contest is scheduled to prepare.
4. The contest Chair will determine the assignment for speaking for (pro) or against (con) the assigned subject. The announcement of the pro/con assignment will be made prior to the start of the preparation time.

5. Team members will have 5 minutes to prepare notes. Materials may not be taken into the preparation room.
6. The team member speaking for (pro) will go first, then follow the order below:

1 st	Member Pro	Time	1:30 Minutes
2 nd	Member Con	Time	1:30 Minutes
3 rd	Captain Pro Rebuttal	Time	1 Minute
4 th	Captain Con Rebuttal	Time	1 Minute

7. The timekeeper will call "time" at the end of each designated time. Speakers must cease when time is called. A five-point penalty will be assessed for each five seconds over the time signal has been made. Debaters will not be given a penalty for stopping short of the time limit.
8. The next debater must start his/her speaking within 15 seconds after the previous debater has stopped. A one-point penalty will be assessed for each second past 15 seconds.
9. Paper and pencil will be provided to each team member to take notes.
10. Team members must complete the speaking steps in the debate.
11. Contestants may not mention their name, school, city or team name.
12. Contestants may bring notes prepared in the preparation room into the contest room.
13. The chairperson will select the debate topic based upon a subject related to SkillsUSA, vocational education, education in general or current events. All teams will be assigned the same topic.

Room Arrangements

Member Chair Captain Chair

Member Chair Captain Chair

Podium

Podium

Judges and Timekeeper Table w/ Chairs

SkillsUSA KENTUCKY CHAMPIONSHIP Debate Rating Sheet

ITEMS	POINTS	TEAM #	SPEAKER	REBUTTAL TEAM CAPTAIN	TOTAL TEAM	TOTAL TEAM
Voice Articulation Pronunciation Enunciation	20					
Platform Department Movement Gestures	20					
Organization Introduction Composition Facts Arrangements	20					
Defense of Opinion Clear, Logical Organized	30					
Effectiveness Accomplish Purpose, Hold Attention & Informative	35					
SUBTOTAL	125					
TIME PENALTY (Minus 5 pts for each 5 sec over)						
CLOTHING PENALTY						
TOTAL POINTS						

Desktop Publishing (Leadership)

(State Contest Only)

Preface

In the event the desktop publishing contest is planned and conducted by a person or persons unrelated to the Kentucky Office For Career & Technical Education, the specific problem or project described herein may not be used; but the rules, personnel, equipment and tools, materials, safety equipment and special clothing specified will apply as written, regardless of who plans and conducts this contest.

Purposes

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events and related experiences.
4. To recognize students who demonstrate excellence during regional and state competitions.

Clothing

SkillsUSA official dress.

Procedure

1. Each student will be expected to complete the task within the allotted time, using materials that are provided by the host school or the contest chairperson.
2. Contestants shall:
 - Make three (3) thumbnail sketches.
 - Prepare rough layout of best thumbnail sketch.
 - Create project on Macintosh Plus computer.
 - Print spot color separations and composite.
3. There are four areas of competition:
 - Thumbnail sketches
 - Rough layout
 - Print spot color separations
 - Print composite
4. Contestants shall be provided all materials.
5. Contestants shall be given the following amounts of times to complete this contest:
 - Regional - 3.5 hours
 - State - 3.5 Hours

Rules

1. Competition is open to all SkillsUSA students enrolled in Printing or Graphic communications.
2. Contestants shall study the "**Instructions for Contestants at School**" in this manual.
3. Contestants shall attend a contestant meeting at the site of competition in accordance with the conference agenda. Contestants that miss all or any part of this meeting shall not be allowed to compete.
4. Contestants shall read the "Code of Conduct" in the presence of their school principal or club advisor and agree to abide by the rules of conduct as stated therein before their departure for the site of competition. Contestants that violate all or any part of the "Code of Conduct" shall be disqualified from contest and conference participation. Contestants that violate the "Code of

Conduct" after contest participation shall not be eligible to receive first, second, or third place medals or advance to the next level of competition.

5. Contestants shall be judged on their ability to perform the following types of tasks or skills:
 - thumbnail sketches
 - rough layout
 - originality of concept
 - respect for required format
 - harmonious typography
 - respect for typographic rules
 - absence of spelling errors
 - use of graphic elements
 - presentation of the project
6. Contestants shall produce the necessary layout to complete the assignment.
7. Contestants shall not accept assistance from judges, other contestants, or teachers during competition.
8. Contestants shall not talk to other contestants during competition.
9. Contestants shall observe all safety requirements. The safety score shall not represent more than 10 percent of the total possible points.
10. The performance score shall not represent more than 90 percent of the total possible points.
11. Contestants shall notify the contest chairperson when all assignments are completed.
12. Contestants shall not remain in the area of competition after they have been cleared to leave by the contest chairperson.
13. Contestants must remain after the contest concludes to attend the debriefing.

Personnel

- Contest Chairperson
- Three to Seven Judges
- Contest Monitor
- Time Keepers (as required)
- Contest Assistants (as required)

Equipment & Tools

Furnished By Contest Chairperson/Host School:

- Line gauge
- E-Scale
- Paper
- Pencils
- Macintosh Plus Computer
- Software (PageMaker 4.2)
- Printer
- Graphic Disk

Special Judging Criteria

1. Rate each contestant one at a time as required.
2. Approve each contestant prior to contest in accordance with safety equipment and clothing requirements specified in this contest.
3. Disqualify contestants not dressed and equipped in accordance with safety equipment and clothing requirements specified in the contest.

Desktop Publishing

Rating Sheet

Contestant Number

Items Evaluated	Possible Points	1	2	3	4	5	6	7	8
Thumbnail Sketches	50								
Rough Layout	100								
Originality of Concept	50								
Respect for Required Format	50								
Harmonious Typography	100								
Respect for Typographic Rules	50								
Absence of Spelling Errors	50								
Use of Graphic Elements	50								
Presentation of the Project	100								
SUBTOTAL	600								
Clothing Penalty (Minus 0-25 Points)									
TOTAL POINTS									

EXTEMPORANEOUS WRITING Contest (Leadership)

(State Contest Only)

PURPOSE

To evaluate each contestant's ability to develop a written essay that will convey an original public relations message about SkillsUSA Kentucky to the general public. The essay will be written during the designated contest time while at the SkillsUSA Kentucky conference.

CLOTHING REQUIREMENTS

SkillsUSA blazer or windbreaker, and accompanying official dress. Refer to General Regulation, SkillsUSA Championships Technical Standards Book.

ELIGIBILITY

Contest is open to active SkillsUSA Kentucky members enrolled in Career and Technical Education.

OBSERVER RULE

No observers will be permitted to view the contest in progress. The essays may be viewed the next day after the contest in the contest room.

EQUIPMENT AND MATERIALS

1. Supplied by the SkillsUSA Kentucky Contest Committee
 - a. Copies of regulations
 - b. Copies of rating sheets
 - c. Pencils
 - d. Pads of paper
 - e. 6 tables
 - f. 24 chairs
2. Supplied by Contestant
 - a. 1 copy each of these reference materials: a dictionary, SkillsUSA Leadership Handbook, a book of quotations and a Thesaurus

SCOPE OF CONTEST

There shall be a minimum of 300 words and a maximum of 500 words in the body of the essay.

1. The essay shall be handwritten on 8 ½ x 11 white ruled paper
2. The name and school of the contestant shall be omitted from the body of the essay.
3. A maximum of 3 hours will be allotted for completion of the essay.
4. Failure to comply with requirements 2, 3 and 4 listed above will result in a 10 point penalty for each rule violation.

Extemporaneous Writing**CRITERIA****Points Allowed****Organizational Skills:**

Sentence/Paragraph Structure	15
Punctuation	5
Spelling	5
Neatness	5

Stylistic Quality:

Clarity	20
Originality	20
Public Relations Value	30

Sub Total	100
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PENALTY

5% overall reduction for not having a resume

Extemporaneous Writing Contest Score Sheet
SkillsUSA Kentucky State Only Contest

Items Evaluated	Possible Points	Contestant Number									
		1	2	3	4	5	6	7	8	9	10
Sentence Paragraph Structure	15										
Punctuation	5										
Spelling	5										
Neatness	5										
Clarity	20										
Originality	20										
Public Relations Value	30										
Sub-Total	100										
Penalty											
Grand Total											

Green&Healthy School Project

Open to all students

Green & Healthy School Project (Leadership)

State Only

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.
5. To evaluate local chapter activities that benefit the school and to recognize excellence and professionalism in the area of Green & Healthy Schools.

CLOTHING

For men: SkillsUSA official attire: official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy; black socks and black shoes.

For women: Official red blazer, windbreaker-style jacket or sweater; black dress slacks or skirt with businesslike white; collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

ELIGIBILITY

Open to active SkillsUSA members.

The entire chapter is encouraged to participate in the Green & Healthy School Project. A team of three members will represent the chapter in a live presentation.

EQUIPMENT AND SUPPLIES

1. Supplied by the technical committee:
 - a. Easel for flip chart
 - b. 110 volt outlet
 - c. Timer
 - d. Time Cards
2. Supplied by the contestant
 - a. Laptop computer, LCD projector or visual equipment as necessary for the presentation.
 - b. Note cards, if desired
 - c. One-page, typewritten resume for each team member.

SCOPE OF CONTEST

Skill Performance – The contest will consist of two parts: a notebook outlining the chapter's Green & Healthy School Project and a live presentation by the chapter team. The chapter will organize the year's Green & Healthy School Project and present it to a panel of judges.

Knowledge Performance - Inventory Questions supplied by the Green & Healthy School Committee.

CONTEST GUIDELINES**1. Notebook**

- a. *A chapter notebook must be compiled that describes the chapter's Green & Healthy School Project.*
- b. The notebook must be a three-ring binder.
- c. The notebook must not contain more than 30 pages. (60 surfaces)
- d. The notebook should be organized in the following format:
 - i. Title Page – The title page must include the name of the project, chapter name, school address and a list of the names of the 3 presenting team members.
 - ii. Introduction – Provide a brief description of the project, not to exceed one page. This statement should provide a brief and concise description or overview of your Green & Healthy School Project.
 - iii. Table of Contents – The table of contents should indicate page numbers. All surfaces should be numbered and the information should be organized according to appropriate sections as indicated below.
 - iv. Section I – Objectives of the Project. Objectives should be specific, measurable, action-orientated, relevant to local needs and time-bound. Objectives should be revisited at the conclusion of the project to show level of success and to document impact.
 - v. Section ii – Impact on the School. Describe and document the full impact that participation in the project had on the school community. Include statistical evidence such as surveys and data/documentation to show how your project made a difference in some aspect of the school environment or in the student population.
 - vi. Section III – Letter of Documentation. A letter signed by the principal stating that the project was the original and creative work of the chapter membership.
 - vii. Section IV – Publicity. Newspaper articles, photos or other items that show publicity received during the project. Green & Healthy Schools and SkillsUSA must be mentioned in the publicity article to receive credit. This section should also include photos that document events as they were conducted. Photos should be affixed and captioned to explain content.

2. Notebook

- a. A team of three will represent the school/chapter in a live professional presentation. The purpose of the presentation is to provide the judges with an overview of the chapter's Green & Healthy Project and the positive results achieved. All team members must take an active part in the presentation. Note: Presentations should provide a clear sense about the project planning timetable and process – how the project was initiated, organized, implemented, evaluated and celebrated.
- b. The presentation shall be 7 – 10 minutes in length.
- c. Time penalty: Five points will be deducted for each 30 seconds or fraction thereof under seven minutes or over ten minutes. Time will be started when the presentation begins. The timer will signal the team at seven minutes and nine minutes.
- d. Teams are to be creative in their presentations. The use of computer-generated presentations or other visuals is strongly encouraged.
- e. All charts and graphs must be student produced. No commercially produced materials will be allowed. Each team must use one of the following visual formats in their presentation.
 - i. Flip Charts
 - ii. PowerPoint or other computer presentation

CONTEST SCORECARD***Item Evaluated******Possible Points***

Notebook: Title Page.....	10
Notebook: Table of Contents.....	10
Notebook: Objectives of the project.....	100
Notebook: Impact on the School.....	100
Notebook: Letter of Documentation.....	100
Notebook: Publicity.....	100
Live Presentation: Opening/Introduction.....	100
Live Presentation: Team Appearance.....	80
Live Presentation: Organization.....	100
Live Presentation: Objectives.....	100
Live Presentation: School Impact.....	100
Live Presentation: Closing.....	100
Resume Penalty.....	0 or -50 only
Clothing Penalty.....	up to -50
Live Presentation: Time Penalty.....	up to -100
Total Possible Points.....	1000

Standards and Competencies

GHSP 1.0 – Create a professional notebook that follows guidelines and effectively expresses chapter Green & Healthy School activities

- 1.1 Design a title page that lists the name of the project and the chapter name
- 1.2 Construct a table of contents and organize subjects in order and list with page numbers
 - 1.2.1 Write clear and effective objective
 - 1.2.2 Describe School impact
 - 1.2.3 Secure letter of Documentation
 - 1.2.4 Explain publicity received by activities

GHSP 2.0 – Design and write an effective presentation that provides the judges with an overview of the chapter's Green & healthy School Project and positive results achieved.

- 2.1 Prepare a seven to ten minute demonstration of a job skill
- 2.2 Organize the demonstration in a logical and coherent manner
- 2.3 Incorporate one of the following visual aids in the presentation:
 - Flip charts or other computer presentation

GHSP 3.0 – Deliver the presentation in a professional manner meeting the standards outlined by technical committee

- 3.1 Engage all team members in the presentation
- 3.2 Explain the Green & Healthy school Project through the use of displays and visuals
- 3.3 Demonstrate an effective and pleasing delivery style
- 3.4 Effectively use verbal illustrations and examples
- 3.5 Make a formal and effective introduction to the presentation that clearly identifies the scope of the demonstration
- 3.6 Pronounce words in a clear and understandable manner
- 3.7 Use a variety of verbal techniques including: modulation of voice, changing volume, varied inflection, modifying tempo and verbal enthusiasm
- 3.8 Demonstrate poise and self-control while presenting
- 3.9 Demonstrate good platform development and personal confidence from each team member
- 3.10 Communicate the primary points of the speech in a compact and complete manner
- 3.11 Tie organizational elements together with an effective ending
- 3.12 Complete the speech within the time limits set by contest requirements

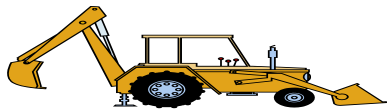
GHSP 4.0 – Wear appropriate clothing for the SkillsUSA contest

- 4.1 Display clothing that meets national/state standards for competition
- 4.2 Demonstrate good grooming in dress and personal hygiene.

Green & Healthy School Project Score Sheet

Items Evaluated	Possible Points	Contestant Number											
Notebook: Title Page	10												
Notebook: Table of Contents	10												
Notebook: Objectives of the project	100												
Notebook: Impact on the School	100												
Notebook: Letter of Documentation	100												
Notebook: Publicity	100												
Live Presentation: Opening/Introduction	100												
Live Presentation: Team Appearance	80												
Live Presentation: Organization	100												
Live Presentation: Objectives	100												
Live Presentation: School Impact	100												
Live Presentation: Closing	100												
SUBTOTAL	1,000												
Resume Penalty	0 or -50 only												
Clothing Penalty	Up to -50												
Live Presentation: Time Penalty	up to -100												
TOTAL													

Heavy Equipment (Skills – pre-held event)



Purpose

- To evaluate each contestant's preparation for employment.
- To recognize outstanding students for excellence, safety awareness and professionalism in the field of heavy equipment technology.

Clothing Requirement

Official Skills USA light blue work shirt and navy pants, black or brown leather work shoes, and safety glasses with side shields or goggles. (Prescription glasses can be used only if they are equipped with side shields. If not, they must be covered with goggles.)

Eligibility

Open to active Skills USA members enrolled in programs with heavy equipment technology as the occupational objective.

Safety Instruction and Verification of Training

Important: Both the instructor and the contestant certify by agreeing to enter this contest that the contestant has received instruction in heavy equipment and has demonstrated knowledge of the operation and safe use in the following areas;

PPE	Preventive Maintenance
Pre-start	Start-up
Skid Steer Operation	Backhoe Operation

They also certify that Skills USA Inc., the National technical committee and national judges are released from all responsibilities relating to personal injury resulting from their use. Contestants will be removed from competition if proper training has not been provided and/or they are using the equipment in an unsafe manner.

Equipment and Materials

Supplied by the technical committee;

- All materials and equipment needed for the contest.
- All necessary information and furnishings for judges and technical committee.

Scope of Contest

Contestants will demonstrate their ability to perform skills selected from the following H.E.S. Industry Advisory Committee. Committee membership includes:

A.B.C. N.C.C.E.R. Local 181 Whayne Supply Hunt Tractor	Flynn Brothers Contracting J.C.P.S. Redwing Eco Service M.S.D. Holt Equipment	L.W.C. Ohio Technical College Bale Equipment
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Eligibility***Major Contest Areas:***

- Preventive Maintenance walk around.
- Simulator controls time trials.
- Skid Steer Operation.
- Backhoe Operation.
- Bulldozer.
- Simulator Operation(s)

The contest will involve operation of supplied (C - E) heavy equipment.
Three (3) simulators will be chosen for students.

General Information

1. Contestants will perform three separate operation tasks. This will require 30-60 minutes per student to complete
2. The following lab rules will be followed:
 - Personal protective equipment must be worn at all times when in the lab
 - No loose clothing is permitted
 - Long hair must be tied behind the head or netted
 - Safe operation of equipment is a must at all times
3. In addition, contestants will be judged on general operation skills and preparedness.
4. Tie Breakers
 - Heavy Equipment test
 - Coin flip

Interior Design (Skill)

Preface

In the event the interior design contest is planned and conducted by a person or persons unrelated to the Kentucky Office For Career & Technical Education, the specific problem or project described herein may not be used; but the rules. Personnel, equipment and tools, materials, safety equipment and special clothing specified will apply - as written, regardless of who plans and conducts this contest.

Purposes

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events and related experiences.
4. To recognize students who demonstrate excellence during regional and state competitions.

Clothing

SkillsUSA official dress

Procedure

1. Each student will be expected to complete the task within the allotted time, using materials provided by the host school or the contest chairperson.
2. Contestants shall:
3. Prepare a hand written design concept describing their vision for the interior space plan and finish selections.
4. Create 2 bubble diagram options showing the design process.
5. Create a space plan showing furniture and fixture placement in $\frac{1}{4}"=1'-0"$ scale
6. Space plan may be drawn on vellum floor plan provided including title block in bottom right hand corner that includes scale notation and reads
 - i. SkillsUSA Competition 2012" and their competition I.D. number.
7. All furniture and fixtures shown must be labeled in $\frac{1}{4}"=1'-0"$ scale.
8. Complete a concept presentation board showing 2-3 selections for each general finish required for the space. Include wall, floor, ceiling, trim & door finish options, as well as a variety of fabric selections (3-5) that could be used in the spaces. The presentation board should be approximately 20" w. x 30" d., a neutral color and should be hand labeled in $\frac{1}{4}"=1'-0"$ scale and must include a title block on right side or bottom of board that reads "SkillsUSA Competition 2012" and their competition I.D. number.
9. There are three areas of competition:
 - a. Design concept statement
 - b. Space plan (including bubble diagrams)
 - c. Presentation board
10. Contestants will be provided with floor plan on vellum and finish materials selections from the design resource room. All other materials needed shall be provided by the contestant (SEE EQUIPMENT AND TOOLS).
11. Contestants shall be given 4 hours to complete the contest.

Rules:

1. Competition is open to all SkillsUSA students enrolled in an Interior Design program.
2. Contestants shall study the **“Instructions for Contestants at School”** in this manual.
3. Contestants shall attend a contestant meeting at the site of the competition in accordance with the conference agenda. Contestants that miss all or any part of this meeting shall not be allowed to compete.
4. Contestants shall read the “Code of Conduct” in the presence of their school principal or club advisor and agree to abide by the rules of conduct as stated therein before their departure for the site competition. Contestants that violate all or any part of the “Code of Conduct” shall be disqualified from contest and conference participation. Contestants that violate the “Code of Conduct” after contest participation shall not be eligible to receive first, second or third place medals or advance to the next level of competition.
5. Contestants shall be judged on their ability to perform the following types of tasks or skills:
 - a. Writing a competent and professional design concept statement for an interior design project.
 - b. Designing a functional and creative interior space plan that meets codes and guidelines pertinent to interior design.
 - c. Producing a functional and creative presentation board.
 - d. Labeling all materials as instructed.
6. Contestants shall produce the necessary layout to complete the assignment.
7. Contestants shall not accept assistance from judges, other contestants, or teachers during the competition.
8. Contestants shall not talk to other contestants during competition.
9. Contestants shall observe all safety requirements. The safety score shall not represent more than 10 percent of the total possible points.
10. The performance score shall not represent more than 90 percent of the total possible points.
11. Contestants shall notify the contest chairperson, or monitor that is present, when all assignments are completed.
12. Contestants shall not remain in the area of competition after they have submitted materials and been cleared to leave by the contest chairperson or monitor.
13. Contestants must remain after the contest concludes to attend the debriefing.

Personnel

- Contest Chairperson
- Three to seven judges
- Contest Monitors
- Time keepers (as required)
- Contest Assistants (as required)

Equipment and Tools

- (1)Roll tracing (trash) paper
- Drafting dots
- Furniture, appliance and plumbing templates(1/4" scale)
- Lead holder and appropriate lead selections for drafting & lettering
- Lead pointer
- 8 1/2 x 11 Notebook Paper
- Pen or standard pencil
- Eraser
- Drafting brush
- Architects scale
- Lettering guide
- Erasing shield
- Fine point black marker
- (1)20"x30" or 24"x30" neutral (cream, gray or tan) mat board
- Cork backed ruler or similar straight edge (for measuring & cutting boards)
- Large Exacto knife and scissors(for cutting samples)
- Adhesive for material selections (rubber cement, double-sided tape, etc.)

Design Concepts and Skills

- Understanding of the principles and elements of design.
- The application of color schemes for transitioning in residential interiors.
- Understanding of kitchen work triangles.
- Experience drawing elevations, sections and details for kitchens.
- Knowledge of layout of lighting and electrical plans and switching diagrams, for residences.
- Experience with formulating design concept statements for a project presentation.
- Knowledge and application of the design process from concept to completion, including bubble diagrams, block plans, space planning and visual communication techniques.
- Experience with free-hand sketching as a form of visual communication graphics.
- Board drafting skills including correct line weight, lead types, dimensioning, etc.
- Understanding of appropriate finish materials for residential environments especially as they relate to psychology, acoustics, wearability and light control.
- Understanding of space planning for public and private zones in residential interiors.
- Experience with assembling presentation boards for maximum visual communication.

Special Judging Criteria

1. Rate each contestant one at a time as required.
2. Approve each contestant prior to contest in accordance with safety equipment and clothing requirements specified in this contest.
3. Disqualify contestants not dressed and equipped in accordance with safety equipment and clothing requirements specified in this contest.

SKILLSUSA Interior Design Completion

State Contest SCORE SHEET

NUMBER: _____

Design Concept: (Poss. 10 pts) Total: _____

Space Plan: (Poss. 30 Pts)Total: _____

Accuracy (15 pts) _____

Innovation(10 pts) _____

Neatness(5 pts) _____

Presentation: (Poss. 30pts)Total: _____

Color Scheme Transition(10pts) _____

Creative(15) _____

Neatness (5 pts) _____

TOTAL ALL POINTS 70 Pts. Poss. : pts

Masonry 1 (Skill)

This contest requires the contestant to build and complete a project specifically designed to test first year training skills of Masonry I students.

See Technical Standards for specific rules and regulations.

Tool List

Trowel, Hammer, Mason Brush, Modular Rule, Spacing Rule, Four Foot Level, Two Foot Level, Jointer, Line and Line Blocks.

Clothing

Official Skills USA Khaki work shirt and pants, black or brown leather work shoes, and safety glasses with side shields or goggles.

Regional/District Contestant Numbers (contestants that can be sent to State competitions)

3 High School

Kentucky SkillsUSA
Masonry I Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Height	15												
Length	10												
Width	10												
Level	15												
Plumb	25												
Straight Edge	10												
Uniform Joints	10												
Square	10												
Correct Design	25												
Production	30												
Tooling	10												
Neatness	10												
Manipulation	10												
Safety	10												
Written Test	50												
Total	250												

Pin Design Contest (Leadership)

The Kentucky SkillsUSA (Trading) Pin Design Contest. The winning design will be next year's nationals trading pin for Kentucky. Participants will be required to give a 3 to 5 minute presentation of their design to a selection committee. ***Check conference program for more information.***

Pin Design Rules

1. The design must clearly identify the organization.
2. The design must clearly identify the Commonwealth of Kentucky.
3. The design must indicate the year of pin production. (one year following the contest)
4. The pin must state the theme: Champions at Work.
5. Participant must be a paid member.
6. Participant is limited to one pin design entry.
7. **Design entries must be registered at SkillsUSA Headquarters between 3:00 - 6:00 p.m. on Monday, April 2, 2012**
8. Entry should be in color or have colors clearly indicated.
9. The judging should be 75% quality and 25% presentation.
10. State personnel or professional vendors may modify the winning design.
11. 1st, 2nd and 3rd place medallions will be presented. (***This is not a national contest.***)
12. Official dress is required for the presentation.
13. If the presentation is less than 3 minutes or over 5 minutes there will be a penalty of 10 points for every 30 seconds over or under this time frame.

SkillsUSA KENTUCKY CHAMPIONSHIP**(Trading) Pin Design Contest*****Judges Sheet*****Contestant Number**

Items Evaluated	Possible Points	1	2	3	4	5	6	7	8
Oral Presentation									
Presentation	25								
Response to Questions	25								
Pin Design									
Gains Attention	50								
Development of Theme	50								
Effectiveness	50								
Quality	50								
Imagination	50								
SUBTOTAL	300								
Penalty Points									
Dress 0-10									
Time Penalty									
10 points for each 30 seconds under or over 3-5 minutes presentation									
TOTAL POINTS									

PLEDGE CONTEST (Leadership)

(State Contest Only)

PURPOSE

To stimulate interest in public speaking among beginning SkillsUSA Kentucky members by providing an opportunity for them to compete against other SkillsUSA members while using the SkillsUSA Pledge as the subject.

CLOTHING REQUIREMENTS

Official SkillsUSA Blazer or windbreaker and accompanying official SkillsUSA dress. Refer to general regulations, SkillsUSA Technical Standards book.

ELIGIBILITY

Open to active SkillsUSA Kentucky members enrolled in Career and Technical Education.

SCOPE OF CONTEST

During the introduction, each contestant will explain what a pledge means to him/her, and then recite the latest version of the SkillsUSA Pledge in the SkillsUSA Leadership Handbook. The introduction of what a pledge means shall not exceed one minute.

JUDGING

Judging will be based on these criteria as related to the Pledge recitation:

CRITERIA

Points Allowed

Introduction	20
Voice	20
Mechanics	20
Power of Expression	20
Stage Presence	20
Accuracy	20
Effectiveness	20
Sub-Total	140

PENALTY

Minus 1 point for every second over 1 minute on introduction

No penalty is awarded for less than 1 minute on introduction

5% overall reduction for not having a resume

SkillsUSA Kentucky Pledge Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
Introduction	20												
Voice	20												
Mechanics	20												
Power of Expression	20												
Stage Presence	20												
Accuracy	20												
Effectiveness	20												
SUBTOTAL	140												
Minus 1 point for every second over 1 minute on introduction No penalty for less than 1 minute on introduction 5% overall reduction for not having a resume													
TOTAL													

Poster Contest (Leadership)

(State Only Contest)

PURPOSE

Evaluate the contestant's ability to develop and prepare a SkillsUSA Kentucky promotional poster.

CLOTHING REQUIREMENTS

SkillsUSA blazer or windbreaker, and accompanying official dress. Refer to General Regulation, SkillsUSA Championships Technical Standards Book.

EQUIPMENT AND MATERIALS

1. Supplied by the SkillsUSA Kentucky Chair
 - a. Copies of Regulations
 - b. Tables
 - c. Pencils

SCOPE OF CONTEST

1. The theme for the poster will be the current SkillsUSA National Theme and must be stated on the poster.
2. The poster shall be designed and constructed by one (1) SkillsUSA member only.
3. Entries shall be constructed on a 22' x 28' poster board.
4. Entries may not have any attachments to the poster (molding, framing, mockups, module, photographs, collages, stick-ons, etc.)
5. Only student will be allowed to set up the posters according to instructions given by the contest chairperson.
6. Failure to comply with any requirement listed will result in a 10 point penalty for each rule violation.

POSTER Rating Sheet

CRITERIA:	Points
Educational Information Value	30
Layout and Design	25
Workmanship	20
Creativity and Originality	25
Sub Total	100

SkillsUSA Kentucky POSTER Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
Educational Information Value	30												
Layout and Design	25												
Workmanship	20												
Creativity and Originality	25												
SUBTOTAL	100												
Clothing Penalty (- 0 to 5 percent of total points)													
Other Penalties													
TOTAL													

SPELLING Contest (Leadership)

(State Only Contest)

PURPOSE

To evaluate each contestant's ability to spell work-related items correctly.

CLOTHING REQUIREMENTS

SkillsUSA blazer or windbreaker, and accompanying official dress. Refer to General Regulation, SkillsUSA Championships Technical Standards Book.

ELIGIBILITY

Contest is open to active SkillsUSA Kentucky members enrolled in Career and Technical Education.

SCOPE OF CONTEST

1. Fifty words will be selected randomly from SkillsUSA Leadership Handbook, revised.
2. Each word will be pronounced twice.
3. The chairperson will use the word in a sentence if requested to do so by a contestant.
4. Contestants must print each word
5. Words that are not legible will be counted incorrect. Words that are not printed will be considered incorrect.
6. Contestants who have tied will be requested to spell ten (10) additional words. This process will continue until the tie is broken.
7. Contestants must remain seated and quiet during the contest.
8. Contestant will remain in the testing area until dismissed by the contest chairperson.
9. Failure to comply with requirement 7 and 8 listed above will result in a 10 point penalty for each violation

Talent and Variety Contest (Group & Single) **(Leadership)**

PURPOSE

To stimulate interest in individual performance talents among SkillsUSA Kentucky members by providing an opportunity for them to compete against their peers.

DESCRIPTION

Each chapter can compete in either a group or solo talent. The type of skit is up to the discretion of the competitor(s) and chapter advisor. Examples could include, but are not limited to: comedy, drama, parody, magic, lip-synching, dance, song, juggling or instrumentation. The performance should be in good taste and should not include derogatory remarks against any particular sex, religion, race or nationality. Profanity is prohibited.

DRESS CODE

Competitors should be dressed appropriately for the particular skit. Competitors should not wear clothing that would identify the chapter to the judges. Examples would include wearing the name of the chapter on clothing or wearing name badges. Competitors should not wear clothing that is excessively revealing.

ELIGIBILITY

Contest is open to active SkillsUSA Kentucky members enrolled in Career and Technical Education.

SCOPE OF CONTEST

Contestants will perform individual or group talent in a 5 minute showcase.

PENALTY

Acts will not be stopped at the end of the time limit but a deduction of 20 points per minute or major fraction thereof, will be made from the score for acts exceeding the time limits.

Rules

Group Act: a performance that includes two or more people. There are no limits on the number of people in the group act. The time limit is 5 minutes.

Solo act: A performance by one person. The time limit is 5 minutes.

Time starts when the competitor(s) step on stage. Set-up or takedown of any props is included in the time limit. Acts will not be stopped at the end of the time limit but a deduction of 20 points per minute or major fraction thereof, will be made from the score for acts exceeding the time limits.

1. All competitors must be current SkillsUSA members.
2. It is the responsibility of the competitor(s) to provide all props needed, and to remove the props at the conclusion of the performance.
3. Competitors must provide their own musical cassette if needed. They (or members from their chapter) should take the cassette to the sound system technician immediately prior to the performance and pick the cassette up at the conclusion of the performance.
4. SkillsUSA will provide a sound system, a spotlight, 4 microphones. Competitors (or members from their chapter) should alert the spotlight technician immediately prior to the performance as to whether they want a spotlight or house lights.
5. Order of competition will be decided at the talent show drawing to be held prior to the competition (see your agenda) all solo acts will perform first, followed by all group acts.
6. Competitors shall report at the appropriate time and place. The competitor(s) shall be introduced to the judges by the contestant number.
7. ***Each performance will be judged based on:***

Personal appearance	20 points possible
Poise & stage personality	30 points possible
Originality of act	20 points possible
Quality of performance	30 points possible

100 points possible

Awards

Group and Solo: 1st, 2nd, and 3rd place

SkillsUSA Kentucky TALENT SINGLE
Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Personal appearance	20												
Poise & stage personality	30												
Originality of act	20												
Quality of performance	30												
SUBTOTAL	100												
Penalty: 20 points per minute or major fraction thereof, for acts exceeding the time limits.													
TOTAL													

SkillsUSA Kentucky TALENT GROUP
Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Personal appearance	20												
Poise & stage personality	30												
Originality of act	20												
Quality of performance	30												
SUBTOTAL	100												
Penalty: 20 points per minute or major fraction thereof, for acts exceeding the time limits.													
TOTAL													

*****More information will be forthcoming***

CONTEST: Problem solving in nature. Contestants will be given a scenario typical of the real world and will be asked to create a drawing or drawings on how they would arrive at a solution. In addition to quality of work and technique, the judges will be looking at the contestants' creativity in solving the problem.

[illegible]

Wood Sculpture – (Leadership)

State code: **WDS**

Open to students currently enrolled in Carpentry, Wood Manufacturing and Building Trades classes.

PURPOSES

1. To help teachers promote enthusiasm for learning among their students.
2. To instill a sense of pride in students for doing a job well.
3. To help students develop self confidence through competitive events.
4. To recognize students who demonstrate excellence during regional and state competitions.

CLOTHING

For men: SkillsUSA official attire: official red blazer, windbreaker-style jacket or sweater; black dress slacks; white dress shirt; plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy; black socks and black shoes.

For women: Official red blazer, windbreaker-style jacket or sweater; black dress slacks or skirt with businesslike white; collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

SCOPE OF CONTEST

Skill Performance – The contest requires the development of a wood **sculpture** developed at the participant's school and transported to contest site. Skill will also be evaluated through an interview.

CONTEST GUIDELINES TO FOLLOW:

1. **Sculpture Design and Workmanship** – Materials used must be wood. The sculpture must be an **original** and creative work of the student. Sculptures may be glued or nailed, depending on the material used. Projects may contain a **transparent** stain, wax, and or film finish. Finishes may be applied using resources available through the program in which the contestant is enrolled.

PLEASE NOTE:

No pre-manufactured kits will be accepted.

NO CNC machined parts will be accepted.

2. **Sculpture Size** – maximum size –18"wide X 18" tall X 18" long
3. **Notebook Requirement** – A notebook must be placed with sculpture prior to judging. It shall contain pictures and supporting evidence (i.e. receipts).It must include a brief description of project and processes used to develop the sculpture.

4. **Verification Letter** – A letter certifying that the sculpture was designed and constructed by the student will be the first page of the notebook. The letter must contain an itemized list of all expenses. The letter must identify the school, city, state and local advisor. The letter must identify the student to be interviewed, division (high school or post-secondary), and the letter must be signed by the local administrator.
5. **Presentation** – The student shall be prepared to participate in a 3 to 5 minute interview.

The interview will consist of two parts: a presentation and a question and answer session. Elements of the presentation should include: 1. Name, school, and title of project. 2. Discuss elements of notebook. 3. Inspiration of project with details of processes and workmanship.

CONTEST SCORE CARD

Item Evaluated	Possible Points
Verification Letter.....	25
Sculpture Evaluation.....	300
Presentation.....	50
Notebook.....	25
	Subtotal 400
	Clothing Penalty _____
	Total Score _____

SkillsUSA Kentucky WOOD SCULPTURE
Contest Rating Sheet
State Only Contest

Items Evaluated	Possible Points	Contestant Number											
		1	2	3	4	5	6	7	8	9	10	11	12
Verification Letter	25												
Sculpture Evaluation	300												
Presentation	50												
Notebook	25												
SUBTOTAL	400												
Clothing Penalty													
TOTAL													